

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions and listings of claims in the application:

1.-10. (Canceled).

11. (Previously Presented) A game system comprising a game machine and a server device connected to the game machine via a network, wherein the game machine comprises:

an external interface configured such that an external memory medium is detachably attached thereto;

ID generating means for generating an ID for uniquely identifying an external memory medium attached to the external interface;

ID recording means for recording the generated ID in a magnetic data recording area provided in the external memory medium;

means for generating an access code corresponding to the ID and visually identifiable to a game player;

printing means for printing the access code in a printing area of the external memory medium; and

communication means for establishing connection with the server device via a network, and

wherein the server device comprises data management means for managing the ID and the access code in association with one another, authenticating

the game player in accordance with the access code, and upon authentication of the game player, providing the game player with a network service.

12. (Previously Presented) The game system according to claim 11, wherein the ID is identification information generated on the basis of time information and information unique to the game machine.

13. (Canceled).

14. (Canceled).

15. (Canceled).

16. (Previously Presented) The game system according to claim 11, wherein the game machine further comprises image display means for displaying a game image, wherein the server device further comprises a database, and wherein the data management means authenticates the game player in accordance with the access code entered from a terminal device connected to the server device via a network, and upon authentication of the game player, stores a character message entered from the terminal device in the database, and also sends the character message to the game machine when the game player plays a game at the game machine, and the game machine displays the character message received from the server device on the image display means.

17. (Previously Presented) The game system according to claim 11,  
wherein the external memory medium stores at least a portion of information to  
be used for game processing,

wherein the server device stores all information to be used for game processing,  
and

wherein the game machine, if connectable with the server device via a network,  
obtains all the information to be used for game processing from the server device to  
perform game processing, and if not connectable with the server device via a network,  
obtains the information to be used for game processing stored in the external memory  
medium to perform game processing.

18. (New) A game system including an arcade game machine installed in a play  
facility with which a player plays a game after paying a play fee, a server device  
connected to the arcade game machine via a network, and a terminal device connected  
to the server device via the network,

the terminal device comprising:

operation means with which a player inputs a character message and  
identification information for identifying a player; and

communication means for transmitting the character message and the  
identification information to the server device,

the arcade game machine comprising:

reading means for reading, via an interface, identification information for  
identifying a player recorded on an external memory medium; and

communication means for transmitting the identification information read by the reading means to the server device, and  
the server device comprising:

data management means for registering the character message and the identification information transmitted from the terminal device in association with each other in a database, and searching the database based on the identification information received from the arcade game machine; and

communication means for transmitting a character message associated with the identification information specified by the search conducted by the data management means to the arcade game machine.

19. (New) The game system according to claim 18, the arcade game machine further comprising:

recording means for recording a program for the game;  
game processing means for executing game processing according to the program;  
display means for displaying a game image; and  
input means for receiving game play input from a player,  
wherein the game processing means executes program processing in response to an input signal from the input means, and makes the display means display the received character message if the result of a player's game play is a preset special game result.

20. (New) The game system according to claim 18, the arcade game machine further comprising:

recording means for recording a program for the game;

game processing means for executing game processing according to the program;

display means for displaying an image of the game; and

input means for receiving a game play input from a player,

wherein the game processing means executes program processing in response to an input signal from the input means, and calculates points acquired as a result of a player's game play, and makes the display means display a character message corresponding to the calculated points.

21. (New) The game system according to claim 18, the arcade game machine further comprising:

recording means for recording a program for the game;

game processing means for executing game processing according to the program;

display means for displaying a game image; and

input means for receiving game play input from a player,

wherein the game processing means makes the display means display the character message in response to an input signal from the input means.

22. (New) A game system including an arcade game machine installed in a play facility with which a player plays a game after paying a play fee, a server device connected to the arcade game machine via a network, and a terminal device connected to the server device via the network,

the terminal device comprising:

operation means with which a player inputs a character message and identification information for identifying a player; and

communication means for transmitting the character message and the identification information to the server device,

the arcade game machine comprises:

reading means for reading, via an interface, identification information for identifying a player recorded on an external memory medium;

recording means for recording a program for the game;

game processing means for executing game processing according to the program;

display means for displaying a game image; and

communication means for transmitting the identification information read by the reading means to the server device, and

the server device comprising:

data management means for registering the character message and the identification information transmitted from the terminal device in association with each other in a database, and searching the database based on the identification information received from the arcade game machine; and

communication means for transmitting a character message associated with the identification information specified by the search conducted by the data management means to the arcade game machine,

wherein the arcade game machine receives, using the communication means, the character message transmitted from the server device, and the game processing means executes game processing and makes the display means display the received character message at a time predetermined by the program.